

Isaac Cheung

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EDUCATION

**UNIVERSITY OF
BRITISH COLUMBIA**
BSc IN COMPUTER SCIENCE
Vancouver, BC
September 2018 - April 2021

GPA: 3.92 / 4.33
Major GPA: 4.03 / 4.33

LINKS

Github:// github.com/cheungis
LinkedIn:// linkedin.com/in/cheungis

COURSEWORK

UNDERGRADUATE
Computer Systems
Data Structures and Algorithms
Software Construction
Formal Systems and Logic
Foundations of Computing

SKILLS

LANGUAGES
Python • Java • C • C++ • Matlab
Javascript • HTML • \LaTeX

VERSION CONTROL SYSTEMS
Github

TESTING
JUnit

FRAMEWORKS / ETC
Node.js • Swing • Pygame • CSS

AWARDS

HONOR ROLL
Sept 2012 - June 2017

CEMC CERTIFICATE OF DISTINCTION
Feb 2015

BC ACHIEVEMENT SCHOLARSHIP
Sept 2017

PROJECTS

SOUNDBOARD | JULY 2019

- Implemented a soundboard app using Android studio.
- Created a desktop version using Java Swing.

DISCORD BOTS | DECEMBER 2018

- Developed 2 Discord Bots with Javascript and the Discord API.
- Utilizes Discord JS, a node.js module.
- Designed with best practices in mind such as dynamic command handling.
- Bot #1 generates links to allow for ease of access to websites.
- Bot #2 automates the process of mass deleting server messages.
- Bot #2 allows for the option of searching and filtering messages to include or exclude attributes, such as the message author.

LOL PROFILE ANALYZER | SEPTEMBER 2018

- Extracts data from players and store them in profiles to analyze and compare with one another.
- GUI built with Java Swing.

2048 GAME | FEBRUARY 2018

- Implemented the 2048 game in Python, a popular puzzle game originally released in 2014.

MAZE SOLVER PROGRAM | FEBRUARY 2018

- Constructed a program that can determine whether or not a maze is solvable.
- Solves the maze via a depth first search algorithm.

ENCRYPTER AND DECRYPTER | JANUARY 2018

- Assembled a program to encrypt and decrypt messages with Python.
- Employs encryption techniques from trans positional ciphers.
- Added functionality to decrypt messages via brute force approach.

CLASSIC GAMES | OCTOBER 2017

- Recreated old time classic games using Object Oriented Programming in Python.
- Games include pong, tic tac toe and a memory game.
- Designed with OOP and OOD paradigms, simplifying modification and expansion of games that were recreated.
- GUI Designed and implemented through the pygame library.